Intervention: Health education with a TV/video game turnoff component

Finding: Insufficient evidence for effectiveness

Potential partners to undertake the intervention:	
Nonprofits or local coalitions	☐Businesses or labor organizations
Schools or universities	⊠Media
Health care providers	Local public health departments
State public health departments	□Policymakers
Hospitals, clinics or managed care organizations	Other:

Background on the intervention:

Health education with a TV/video game turnoff component encourages students to spend less time watching television and playing video games. However, these classes do not specifically offer physical activity as an alternative. Parental involvement plays a prominent role in these interventions.

Findings from the systematic reviews:

The Guide to Community Preventive Services reports insufficient evidence for effectiveness for this intervention. Practices that lack sufficient research to support effectiveness should not be confused with ineffective programs. Rather, they should be recognized as programs that have the potential to become evidence based practices—if properly evaluated. Practitioners are encouraged to monitor the impact of these programs in their communities and report on their findings in order to build a base of knowledge sufficient to reach consensus.

The Community Guide is a well respected source of evidence-based practices in public health. With guidance from the Task Force on Community Preventive Services, it staff summarizes what is known about the effectiveness, economic efficiency, and feasibility of interventions to promote community health and prevent disease for a variety of topics.

References:

Guide to Community Preventive Services - http://www.thecommunityguide.org/pa/default.htm